**Belkan Knight**

A prestigious member of the Belkan Knighthood

This is a 4 level prestige class meant for Spellcasting classes who desire more combat versatility.

**Prerequisites**

**Spells:** Able to cast 2nd level Arcane spells

**Feats**: Spell Focus: Any

**Special**: Character must join the Belkan Knighthood in Mid

**Characteristics**

This class aims to offer additional ways to use spell slots and the Mana weave.

**Class Information**

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| **Level** | **Special** |
| **1** | Channel Mana, Arcane Bolt |
| **2** | Mimic Spell |
| **3** | Energize Spell |
| **4** | Restore Spell |

**Spells**: You can add your Belkan Knight levels to any existing Arcane Spellcaster levels to determine spells per day and spells known.

**Base Attack and Saves**: As Duskblade

**Class Skills**: As Duskblade

**Hit Die**: d6

**Class Features**

**Weapon Proficiency**: Belkan Power Staff

***Belkan Power Staff [Item]:*** Mundane Quarterstaff. These staves are mechanical in nature, and consume Mana Cartridges to function. Each staff can hold 1 Cartridge, but this can be improved up to 4. Spells cast through the staff can be improved by expending Mana from the Cartridges. Any number of expended Cartridges can be replaced as a Move Action.

**Craft:** Mana Cartridge

***Mana Cartridge [Item]:*** Magical Ammo. A Cartridge is a cylinder 1” across and 4” long, and contains 1 Primal Mana (10 Motes). As a Swift Action, 1 mote can be expended to improve any spell cast through the Staff by +1 Caster Level. Alternatively, the Cartridge can be used to power spells in Mana-poor environments at the rate of 1 Mote per Spell Level.

Empty cartridges can be crafted by any Smith at a rate of 1 Iron Ingot per 4 Cartridges,and each can be charged with existing motes in 1 minute.

**Armored Mage [Ex]:** You can wear Light armor without chance of Arcane Spell Failure. This improves to Medium armor at 4th level.

**Channel Mana [Su]:** At 1st level, you learn how to manipulate the Mana weave. Sacrificing any spell slot, you receive an amount of Mana (henceforth referred to as “MP”) equal to the sacrificed spell’s level times two, but no more than your current Caster Level (i.e. sacrificing a 5th level spell will grant 10 MP, but will only grant 7 MP if your Caster Level is 7.). This Mana can be used in a variety of methods granted by this class.

Spells sacrificed that match the school of magic chosen with Spell Focus grant one additional point per Spell Level, for a total of 3 MP per spell level.

Spells sacrificed in this manner cannot be refunded, and any unused MP is lost at the end of the day.

**Arcane Bolt [Su]:** At 1st level, you can use Mana to damage a target. As a Standard Action against any target within 30 feet as a ranged touch attack, you can fire a bolt of Mana that deals 1d4 Arcane Damage per MP spent, up to a maximum of your Caster Level. This damage improves to 1d6 at 4th level.

**Mimic Spell [Su]:** At 2nd level, you can use Mana to mimic a spell you do not know, but have seen. By spending an amount of MP equal to twice the desired spell’s level and making a Spellcraft check DC 10 plus the amount of MP spent, you can cast a weakened version of that spell. (e.g. to cast Fireball, a 3rd level spell, I would need to expend 6 MP and make a Spellcraft check of 16.)

Your Caster Level is cut in half for purposes of determining the effect of the spell. Failing the Spellcraft check does not waste the MP, but it does waste the action.

**Energize Spell [Su]:** At 3rd level, you can use Mana to recharge any spell previously cast. Against any ally within 30 feet, you can spend 2 MP to extend the duration of any spell cast by one unit of time (1 round if the spell lasts a number of rounds, 1 minute if the spell lasts minutes, etc). One spell can be energized as a Standard Action, or a Full Round action can be performed to energize 2 spells.

**Restore Spell [Su]:** At 4th level, you can use Mana to restore spells to your allies. Against any one ally within 30 feet, you can restore one spell level (Arcane or Divine) to him or her per 2 MP spent. Prepared spellcasters such as Wizards and Clerics cannot properly utilize this Mana, and thus this ability does not restore spells to them. Instead, they can improve the Caster Level of any one spell cast during (or just after) battle by half the number of MP spent.