# The Dark Knight

At times, they have you confused with that *other* fellow. Anyway, your attacks are tempered not by a higher authority, but by far *darker* powers. Your suffering is your strength, and your strength will see you through the many battles to come.

**Role:** *100 words about the dark knight's party role here.*

**Alignment:** Any. After all, "dark" is not necessarily "evil."

**Hit Die:** d10

## Class Skills

(the dark knight's class skills)

**Skill Ranks Per Level:** 4 + Int modifier

*Table 2: The Dark Knight*

| Level | BAB | Fortitude | Reflex | Will | Special |
|-------|-----|-----------|--------|------|---------|
| 1 | +1 | +2 | +0 | +2 | Suffering is Strength, Dark Blade, Last Resort 1/day |
| 2 | +2 | +3 | +0 | +3 | Dark Arts |
| 3 | +3 | +3 | +1 | +3 | Hardened +1 |
| 4 | +4 | +4 | +1 | +4 | Last Resort 2/day, Dark Arts |
| 5 | +5 | +4 | +1 | +4 | *Fill in later ;_;* |
| 6 | +6/+1 | +5 | +2 | +5 | Dark Arts, Hardened +2 |
| 7 | +7/+2 | +5 | +2 | +5 | Last Resort 3/day |
| 8 | +8/+3 | +6 | +2 | +6 | Dark Arts |

| Level | Base Attack Bonus | Fort | Ref | Will | Special |
|---|---|---|---|---|---|
| 9 | +9/+4 | +6 | +3 | +6 | Hardened +3 |
| 10 | +10/+5 | +7 | +3 | +7 | Last Resort 4/day, Dark Arts |
| 11 | +11/+6/+1 | +7 | +3 | +7 | Greater Last Resort |
| 12 | +12/+7/+2 | +8 | +4 | +8 | Dark Arts, Hardened +4 |
| 13 | +13/+8/+3 | +8 | +4 | +8 | Last Resort 5/day |
| 14 | +14/+9/+4 | +9 | +4 | +9 | Dark Arts |
| 15 | +15/+10/+5 | +9 | +5 | +9 | Hardened +5 |
| 16 | +16/+11/+6/+1 | +10 | +5 | +10 | Last Resort 6/day, Dark Arts |
| 17 | +17/+12/+7/+2 | +10 | +5 | +10 | *Fill in later ;_;* |
| 18 | +18/+13/+8/+3 | +11 | +6 | +11 | Dark Arts, Hardened +6 |
| 19 | +19/+14/+9/+4 | +11 | +6 | +11 | Last Resort 7/day, Supreme Last Resort |
| 20 | +20/+15/+10/+5 | +12 | +6 | +12 | Blaze of Glory, Dark Arts |

**Weapon and Armor Proficiency:** A dark knight is proficient with all simple and martial weapons, all armor (light, medium, and heavy), and all shields (except tower shields.)

**Suffering is Strength:** Any bleed damage or nonlethal damage taken to fuel the dark knight's powers cannot be healed with the Heal skill, potions, magic, or any other effect that recovers hit points. Only a full night's rest may heal these wounds.

**Dark Blade (Su):** At 1st level, a dark knight is granted the ability to imbue his blade with the power of death. When activating this ability, and at the start of each of his turns for the next 3 rounds, the dark knight takes 1d6 nonlethal damage. For each round the dark knight takes this nonlethal damage until the duration expires, he does an additional +1d6 negative energy damage on a

successful melee attack (to a maximum of 1d6 for every two levels after 1st.) Starting this ability is a swift action; canceling it is an immediate action.

**Last Resort (Su):** Once per day, when the dark knight is reduced to one quarter or less of his maximum hit point total, he may choose to call on the powers of darkness for one final rally (or to go down in a blaze of glory.) He gains a +4 profane bonus to Strength, a +2 profane bonus to Fortitude saves, and temporary hit points equal to twice his dark knight level. This last resort lasts for one minute or until the dark knight recovers enough hit points to bring him over one quarter his maximum hit point total. The dark knight may prematurely end this last resort as an immediate action. Every three levels after 1st level (4th, 7th, and so on) he may use this ability one more time per day (but only once per encounter.) This is an immediate action.

**Dark Arts (Su):** As a dark knight gains experience, he learns how to call upon the powers of darkness and shadow to aid him in his fight. Starting at 2nd level, a dark knight gains one dark art. He gains an additional dark art for every 2 levels of dark knight attained after 2nd level. Unless otherwise stated, a dark knight cannot select an individual dark art more than once. Unless otherwise noted, the saving throw DC for a dark art is 10 + half the dark knight's class level + the dark knight's Wisdom modifier.

*Big Bang:* (acts as Channel Negative Energy, except the dark knight can't heal undead; dark knight takes half channel damage as NL)

*Black Hole:* (can throw a bomb-like ball of darkness for 1d6/2 levels + Wis damage, Reflex halves; dark knight takes 1d6 NL/d6 invoked)

*Black Wave:* By taking 1d6 nonlethal damage, a dark knight can blast a small area with a wave of darkness. This is a 15 foot cone that deals 1d4 negative energy per hit die (maximum 5d4.) Creatures in the area of effect may make a Fortitude save to halve the damage.

*Blood Sword:* (can take 1d6 nonlethal to make draining melee attack, heal as much real HP as you deal in physical damage)

*Cloud of Darkness:* (creates 10' radius patch of unlife; deals 1d6 neg energy to all in area at start of dark knight's turn, lasts 1 round/2 dark knight levels; roll damage even if nobody's in the field, the dark knight takes that much nonlethal)

*Helix Spiral:* By taking 1d6 nonlethal damage, a dark knight can unleash a twisting spiral of black and purple energy. This creates a 30 foot line that deals negative energy damage equal to 1d6 + the dark knight's Wisdom modifier, plus an additional 1d6 for every 2 levels after 2nd. Creatures in the area of effect may make a Fortitude save to halve the damage.

*Shadow Fang:* (30' ranged touch to deal 1d6 + Wisdom neg energy damage, dark knight takes 1d6 nonlethal)

*add more dark arts later ;_;*

**Hardened (Ex):** Starting at 3rd level, a dark knight gains a +1 bonus on saves against death effects, fear, charms, and compulsions. This bonus increases by +1 for every three levels after 3rd.

**Greater Last Resort (Su):** At 11th level, when the dark knight enters his last resort, the profane bonus to Strength increases to +6, the profane bonus to Fortitude saves increases to +3, and the temporary hit point bonus increases to thrice his dark knight level.

**Supreme Last Resort (Su):** At 19th level, when the dark knight enters his last resort, the profane bonus to Strength increases to +8, the profane bonus to Fortitude saves increases to +4, and the temporary hit point bonus increases to four times his dark knight level.

**Blaze of Glory (Su):** At 20th level, when the dark knight enters his last resort, his last resort lasts until all of his opponents or himself are dead. If the dark knight is killed during his last resort, his body is torn asunder as his spirit erupts into one last retributive attack. All enemies within 30' of the now-deceased dark knight take 10d6 negative energy damage and 10d6 cold damage (a DC 25 Fortitude save halves this damage.) This destroys the dark knight's body for purposes of resurrection magic, such as *raise dead* or *resurrection.*