

## Order of the Seneschal

*A cavalier who belongs to this order has pledged himself to a sovereign; be it a king, queen, or even the local warlord. Cavaliers of this order are stalwart and dedicated to their cause, willing to go any length to ensure the safety of their lord and his domain.*

**Edicts:** The Cavalier must protect the life and lands of his sovereign at all costs. He must obey the commands of his sovereign without question. He must strive to expand the power and prestige of his realm.

**Challenge:** Whenever an Order of the Seneschal Cavalier issues a challenge, he receives a +1 [morale bonus](#) on [attack rolls](#) against the target of his challenge so long as he is not mounted. The bonus increases by +1 for every four levels the Cavalier possesses.

**Skills:** An Order of the Seneschal cavalier adds [Knowledge](#) (local) ([Int](#)) and [Knowledge](#) (nobility) ([Int](#)) to his list of class skills. An Order of the Seneschal Cavalier can make [Knowledge](#) (nobility) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his sovereign.

**Order Abilities:** A Cavalier that belongs to the Order of the Seneschal gains the following abilities as he increases in level.

### **Audacious Charge (Ex)**

At 2nd level, when the Cavalier charges an opponent, that opponent is unable to 5ft step or take the Withdraw action until the end of his next turn. At 12th level, this effect applies to all opponents in his reach at the end of the charge.

### **Crescent Sweep (Ex)**

At 8th level, not even the odds can stand against the cavalier. He gains the Whirlwind Attack feat, even if he does not meet the prerequisites. Once per combat when he uses Whirlwind Attack, any opponents hit by this Whirlwind Attack (except for his Challenge target) are also hit with a free bull rush attack, substituting the attack roll for the combat maneuver check. This bull rush does not provoke an attack of opportunity, and he may not choose to move with them. Additionally, he gains a +1 dodge bonus and +1 competence bonus to saving throws for each opponent he attacked (maximum bonus +5) until the end of the combat.

### **Three Talon Strike (Ex)**

At 15th level, the Cavalier works devastating combos into his attack routines. Whenever he hits the target of his challenge for a third time in one round, he may automatically knock them prone.

