

Knight Errant

A D&D 5e rogue subclass

Knight Errant

While most knights own land and serve a lord, knights errant have no land and instead wander the countryside, seeking to do good and destroy evil. For a price, of course. While there may be certain romantic imagery built up around knights errant, the reality is a bit messier than the fairy tales. Away from the courts of nobles, knights errant have found that pragmatism often trumps the lofty ideals enshrined in chivalrous codes.

Knights errant can sometimes be little better than bandits, but many strive to do good and live up to a code of honor, when it is practical to do so. Some may serve a lord and embark on quests on in their lord's service. Others may seek to impress some noble lady to gain her favor. Some knights errant answer to no one, and quest for themselves, seeking glory and riches, or perhaps just to bring justice to the far reaches of the kingdom.

Bonus Proficiencies

When you take this archetype at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Dishonorable Duelist

Beginning at 3rd level, you may also use your Sneak Attack with any melee weapon that lacks the two-handed or heavy properties, not just ranged and finesse weapons.

Additionally, if you hit a creature with a melee attack and your attack doesn't meet the qualifications for a Sneak Attack, you may use your bonus action to make that attack qualify for a Sneak Attack. This might be represented as throwing dirt into your opponent's eyes, or tripping them with your foot to make them stumble.

Ignoble Steed

Beginning at 9th level, you don't suffer any penalties for riding a mount without a saddle. Furthermore, any creature you are riding as a mount may use its bonus action to Dash or Disengage.

Crude Squire

Beginning at 9th level, your exploits now attract commoners looking to serve you as a squire. You gain a follower who has a number of maximum hit points equal to your rogue level, and

whose proficiency bonus is equal to your own. Otherwise, your follower uses the commoner stat block found on page 345 of the Monster Manual.

Your squire is friendly toward you and generally obeys your commands. However, if you mistreat them they may abandon you. Squires typically perform menial tasks such as cleaning armor, carrying equipment, or running errands, but they can fight alongside their knight in a pinch. In combat, your squire rolls its own initiative and acts on its own turn.

Your squire is proficient with light armor and simple weapons. Each time you take on a commoner as a squire, you may choose two skills and two tools in which they gain proficiency. You can take on a new squire at any tavern, village, city, or other populated area. You can only have one squire at a time.

Extra Attack

Beginning at 13th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

In addition, you ignore the loading property on weapons with which you are proficient.

Green Knight

Beginning at 17th level, you become supernaturally resistant to being killed. While you're not unconscious, any effect that would kill you outright instead only causes you to drop to 0 hit points and begin making death saving throws.

In addition, when you take damage that would reduce you to 0 hit points but wouldn't normally kill you outright, you may spend hit dice to reduce the damage you take. For each hit die spent this way, roll that hit die and add your Constitution modifier to the result. The damage taken is reduced by that amount.