

## Knights of Dana

The Knight of Dana is a sworn defender of the Republic of Dana. Dedicated to upholding the ideals of knightly chivalry, these martial warriors follow a strict honor code much like a Constable. The code of a Knight of Dana encompasses the ideals of honesty, honor, courage, service and law. During times of war they lead Dana's troops to victory, during times of peace they guard senators and important government figures. Knights of Dana are held in high regard by the populace of Dana as the champions of the people. A Knight of Dana undergoes hard training that tests his mind as well as his martial skill, for every thousand people that squire into the order only a handful make it to knighthood. Many Knights of Dana come from backgrounds of honor and loyalty. Constables and nobles make great knights as do fighters. The Knights of Dana wear Blue Tabards with white triangles sewn onto the left breast.

**Hit Die:** d10

**Requirements:** To qualify to be a Knight of Dana a character must Fulfill all the following criteria.

**Alignment:** Lawful neutral or lawful good.

**Base Attack Bonus:** + 5

**Skills:** Diplomacy 4 ranks, Knowledge (Nobles & Royalty) 4 ranks, Sense Motive 4 ranks.

**Feats:** Iron Will, Must be proficient with all Martial Weapons and with Shields.

**Special:** Must be taken as a squire by a Knight of Dana.

**Class Skills:** The Knight of Dana's class skills (and the key ability for each skill) are Diplomacy (Cha), Knowledge (Nobles & Royalty) (Int), Ride (Dex) and Sense Motive (Wis).

**Skill Points at Each Level:** 2+ Int Modifier.

### The Knight of Dana

| Level | Base Attack | Fort | Ref | Will | Special                   |
|-------|-------------|------|-----|------|---------------------------|
| 1     | + 1         | + 2  | + 0 | + 2  | Squire, Duty              |
| 2     | + 2         | + 3  | + 0 | + 3  | Swordplay + 1             |
| 3     | + 3         | + 3  | + 1 | + 3  | Shield Expert             |
| 4     | + 4         | + 4  | + 1 | + 4  | Swordplay + 2             |
| 5     | + 5         | + 4  | + 1 | + 4  | Toughness                 |
| 6     | + 6         | + 5  | + 2 | + 5  | Swordplay + 3             |
| 7     | + 7         | + 5  | + 2 | + 5  | Watch and Learn           |
| 8     | + 8         | + 6  | + 2 | + 6  | Swordplay + 4             |
| 9     | + 9         | + 6  | + 3 | + 6  | Lunge                     |
| 10    | + 10        | + 7  | + 3 | + 7  | Knighthood, Swordplay + 5 |

*Squire:* You start your path down the road to knighthood as a squire. As a squire you have a Lord Knight, whom you must train with before you can gain each level in this prestige class. As a squire you are provided with a simple blue tabard. When in the city of Dana you are provided with food, water, shelter and any gear that you would like to draw from the armory. You are also paid a salary of 20 bents (gp) per count.

*Duty:* Enlistment into the order is not without duty. One day per count must be spent doing the will of Dana, or your Lord Knight. You must never put your own wants above the republic. Each morning you must spend an hour in silent contemplation of your last days deeds and how they relate to the path of Knighthood.

*Swordplay (Ex)*: The Longsword is the symbol of a knight, and so it is the focus of your training. Starting at 2nd level and increasing by one, every two levels after, you may add your Swordplay modifier to all attacks, damage, weapon saves CMD and CMB checks with a longsword. This is a competence bonus. You may not apply these bonuses to attacks made with your offhand.

*Shield Expert (Ex)*: A Knight must be a master of both sword and shield. At 3rd level you gain the teamwork feat *Shield Wall* as a bonus feat. *Shield Wall* is described on page 169 of the Advanced Player Guide source book.

*Toughness (Ex)*: A Knight must be tougher than the foe he faces. At 5th level you gain the Feat of *Toughness* as a bonus feat. *Toughness* is described on page 135 of the Pathfinder Core source book.

*Watch and Learn (Ex)*: A Knight must learn from those he faces in combat, so as not to share their fate. At 7th Level a Knight of Dana gains the ability to study a single target within line of sight for a full round, he may do so while taking the full defensive action but cannot perform any other actions. On their next turn, and for the duration of the encounter, the Knight of Dana may add his Swordplay modifier to his armor class as a dodge bonus against the observed foe. The Knight of Dana may use this ability only once per encounter.

*Lunge (Ex)*: The knight learns to use his shorter weapon to his advantage. At 9<sup>th</sup> level the Knight of Dana gains *Lunge* as a bonus feat. This feat is outlined on page 130 of the Core rulebook.

*Knighthood*: Upon reaching 10th level a Knight of Dana has learned all that he can from his Lord Knight. It is time for the Squire to become a Lord Knight unto his own. This title is awarded at the civic center in Dana and requires the player to spend a day in the City. During this time his name is recorded on the monument of Valor in the city, his tabard receives its white triangle, he may now take a squire, his salary increases to 50 bents (gp) per count. A Knighthood day is a day of reflection and celebration in the city of Dana. Usually the new Knights old master presents him with a gift and speaks of the Squires deeds at his knighting.