Emerald Knight

The Emerald Knights are the elite soldiers of Tirmordane stationed in the Eastern half of the kingdom in a fortress called the Emerald Tower, named after the green granite used in its construction. Fighters and other martial minded classes are the most likely to join this prestige class, but Rangers, Rouges, and Clerics are also known to fill its ranks. Wizards and Sorcerers are almost unheard of as Emerald Knights.

The Emerald Knights are often seen patrolling the roads and borders of the country in search of villainy. They are the typical Knight in shining armor portrayed in most portraits of a Knight. They can be recognized by the green scarves they tie around their sword arms and lances. Or by the blazon of a green tower on a white field. Most adventurers in Tirmordane can attest for the Emerald Knights bravery, as many roadside campers have been saved by the Emerald Knights when all looked hopeless.

Hit Die: d10

Requirements: Ride 5 ranks, Base Attack +5, *Mounted Combat, Ride by Attack*, proficient with all martial weapons and shields.

Alignment: Any Lawful

Special: Induction into the order (See below).

Class Skills: Craft (Int), Diplomacy (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis)

Skill Points at Each Level: 2 + Int Modifier.

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Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	*Emerald Charger*
2	+2	+3	+0	+0	*Battle Scars*
3	+3	+3	+1	+1	*The Way of the Lance*
4	+4	+4	+1	+1	*Warm in the Saddle*
5	+5	+4	+1	+1	*The Way of the Shield*
6	+6	+5	+2	+2	*Knights Training*
7	+7	+5	+2	+2	*Veteran Knowledge*
8	+8	+6	+2	+2	*Comfortable in your Skin*
9	+9	+6	+3	+3	*Tactical Withdraw*
10	+10	+7	+3	+3	*For the Empire!*

Class Features
All the following are class features for the Emerald Knight prestige class.

Weapon and Armor Proficiency: Emerald Knights gain no weapon or armor proficiencies.

Emerald Charger (EX): An Emerald Knight gains the service of a loyal and trusty steed from the Emerald Towers stables to carry them into battle. This mount functions as a druid's animal companion, using the Emerald Knight's ranks in ride as his effective druid level. The creature must be a horse for a medium rider, or a war pony for a small rider. The mount is always considered combat trained, a Emerald Knight's mount does not gain the share spells special ability. An Emerald Knight's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a Emerald Knight's mount die, the Emerald Knight may obtain another mount from the stables after 1 week of mourning as the stable master prepares the mount for its new rider. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the Emerald Knight gains a level. The Emerald Knight may stable their Emerald Charger at the Emerald Towers for as long as they like at no charge.

Battle Scars (EX): By 2nd level the Emerald Knight has witnessed many engagements while performing their duty to Tirmordane, this confers itself as +1 bonus to their natural armor.

The Way of the Lance (EX): At 3rd level the Emerald Knight has perfected The Way of the Lance. One of the first things an Emerald Knight is taught is how to charge effectively. They practice day in and day out on breaking morale when they run down their targets.

As part of a *Charge* action while mounted, the Emerald Knight may make a DC 15 Intimidation check to deal three times the normal damage with a lance instead of the normal two times. The Emerald Knight must announce that he is trying this special combat maneuver at the time he announces his charge. Each time after the first that the Emerald Knight attempts to use this ability in a single 24 hour period the DC increases by 5. Once a target has been chosen for The Way of the Lance, that target cannot be chosen again for 24 hours, whether or not the attempt was successful.

Warm in the Saddle (EX): Long nights, cold winters and scorching summers have hardened the Emerald Knight. At 4th level the Emerald Knight and his mount are treated as under the effects of an *Endure Elements* spell while the Emerald Knight is mounted.

The Way of the Shield (EX): At 5th level the Emerald Knight has honed his skill with a shield. An Emerald Knight trains in attack and defense. They know that most men are at their weakest when attacking, so they practice hard to counter this.

When you use the *Charge* action while mounted or not, you may apply double your shield bonus to your armor class until the beginning of your next turn. Enhancement bonuses to shields do not double and you may not charge with a Tower Shield.

Knight's Training: At 6th level you have honed your physical abilities, chose either Dexterity, Strength or Constitution and increase the selected score by 1, once chosen this affect is permanent.

Veteran Knowledge (EX): At 7th level the Emerald Knight is a Veteran. By this time in an Emerald Knights service they have faced many foes, and survived to learn from it.
Once per day per 5 ranks the Emerald Knight has in the sense motive skill, as a swift action, the Emerald Knight may choose to ignore a single type of armor bonus a target may or may not have. They may select from the following options only: *Armor, Shield, Natural, Dodge, Dexterity, Deflection, Insight.* Regardless whether the target has a bonus to the armor type selected, the use is spent for the day. The target is denied the armor bonus of the selected type to all attacks made by the Emerald Knight until the end of the encounter. Only one type of armor bonus can be denied to a target in this manner per encounter. If this ability is used again on the same target in the same encounter the previous armor bonus is no longer denied.

Comfortable in your Skin: By 8th level your armor is as much a part of you as your own skin, chose either light, medium or heavy armor. Your armor check penalty is halved whenever you wear armor of the selected type. In addition, you no longer take an armor check penalty to ride checks while wearing the selected type of armor. Once selected the armor type cannot be changed.

Tactical Withdraw: At 9th level an Emerald Knight knows when the battle cannot be won.

When using the withdraw action and equipped with a shield, an Emerald Knight does not provoke an attack of opportunity from any enemy they can see as a result of the movement. Invisible enemies still get attacks if the Emerald Knight leaves a threatened square.

For the Empire! (SU): At 10th level an Emerald Knight is at the height of his power. At this level he has developed a deep sense of duty for his order and the empire.

For one round per class level per 24 hour period, the Emerald Knight may act as if under the effect of a *Haste* spell. Activating this ability is a swift action, the rounds need not be consecutive.

Induction into the Order: Induction into the Emerald Knights requires the potential candidate to show tremendous gallantry in the name of Tirmordane. These heroes usually arise from battles in defense of the Emperor's land.