

## Makai Knight Progression

# Makai Knight Class

**Alignment:** Any good

**Special:** Must be male

**Hit Die:** d10

**Starting Wealth:** 5d6x10 gp

**Class skills** Acrobatics, Craft, Diplomacy, Fly, Handle Animal, Heal, Knowledge(religion), Knowledge(planes), Perception, Profession, Ride, Sense Motive, Use Magic Device

**Skill Points per level:** 4 + Int Modifier

**Weapon and Armor Proficiency:** Light armor, Shields, All Simple and Martial

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	Unarmored Def bonus
1st	1	2	0	2	Unarmed Combat, Weapon Specialization, Armor Summon, Vow of Protection	d6	0
2nd	2	3	0	3	Smite Evil 1/day, Bonded Madou Tool	d6	0
3rd	3	3	1	3	Equipment +1, Resist Makai +5	d6	0
4th	4	4	1	4	Channel Makai Flame	d6	0
5th	5	4	1	4	Makai Will, Smite Evil 2/day	d6	0
6th	6/1	5	2	5	Summon Mount 1/day, Equipment +2	d8	1
7th	7/2	5	2	5	Mounted Weapon Increase	d8	1
8th	8/3	6	2	6	Smite Evil 3/day, Evasion	d8	1
9th	9/4	6	3	6	Equipment +3, Title, Element Affinity/5	d8	1
10th	10/5	7	3	7	Critical Enhancement, Resist Makai +10	d8	1
11th	11/6/1	7	3	7	Summon Mount 2/day, Smite Evil 4/day	d10	2
12th	12/7/2	8	4	8	Equipment +4	d10	2
13th	13/8/3	8	4	8	Element Affinity/10, Improved Evasion	d10	2
14th	14/9/4	9	4	9	Smite Evil 5/day	d10	2
15th	15/10/5	9	5	9	Winged Armor 1/day, Equipment +5	d10	2
16th	16/11/6/1	10	5	10	Summon Mount 3/day	2d6	3
17th	17/12/7/2	10	5	10	Smite Evil 6/day, Immune to Compulsion	2d6	3
18th	18/13/8/3	11	6	11	Equipment +6, Aura of Protection	2d6	3
19th	19/14/9/4	11	6	11	Element Affinity/15, Immunity to Mind-Affecting Abilities	2d6	3
20th	20/15/10/5	12	6	12	Controlled Lost Soul Form, Makai Immunity	2d6	3

### Unarmed Combat

All Makai Knights are trained in the art of unarmed combat. This grants them the **Improved Unarmed Strike** feat, as well as a scaling bonus to AC and all saving throws as per the table above. Their Unarmed damage increases as well, similar to a monk but at a slower rate.

### Weapon Specialization

Choose any single weapon. You gain proficiency with this weapon, if you did not have it, and are now bonded to a specific weapon of this type. The bonded weapon is treated as masterwork and adamantite, and cannot be sundered. If you ever lose this weapon, you may not gain any further XP in this class until you recover it, or undergo a quest to forge a replacement of soul metal.

## Makai Knight Progression

Crossbows, slings, and firearms may not be chosen for this ability. If a bow is chosen, the bow may be unstrung with a move action and used as a quarterstaff. At GM discretion, you may also choose two Light weapons in place of a single weapon, but if this is chosen they must remain together to qualify as the weapon chosen.

**Note:** This weapon can only be wielded by a makai knight and anyone without class levels that tries to lift it will be unable to.

### Armor Summon

Once per day, you may summon a set of magical full plate armor. This armor has no maximum dex, no armor check penalty, and does not interfere with spellcasting. This armor replaces any you may be wearing, and when dismissed you will be wearing whatever you were before the summon. This armor is treated as masterwork adamantite and may not be sundered. You are immune to fall damage while this armor is equipped. Damage of your bonded weapon is also increased by one die size while the armor is worn. Summoning the armor is a standard action.

This armor may remain in use for up to 16 rounds. Every round after, you may make a saving throw vs will to remain conscious, with the DC equal to 25 plus the number of rounds past the limit.

Once you fail this roll, the character falls unconscious and the GM will take control of the character. Once the character has lost consciousness, anyone may make a called shot at a +3 to the character's AC to hit the symbol to disengage the armor. In addition, every round the GM must roll a Fortitude save versus a DC of 20 plus the number of the rounds past the limit, or the character will be devoured by the armor. A character who dies in this fashion may not be resurrected in any manner short of a Wish or Miracle spell, as their soul has been devoured as well.

If the character falls unconscious or reaches 0 HP before the time limit is reached, the armor is automatically dismissed.

**Note:** This time limit may not apply when outside the material plane, at GM's discretion.

### Vow of Protection

As part of their induction into the order, a knight takes a vow not to harm any humanoid who has not been corrupted by the Makai or powers thereof. If a knight willingly slays any non-evil intelligent being, they may progress no further in this class until they take on a quest of atonement. If they slay an evil being of a standard PC race, the previous penalty may apply at GM discretion. In either case, a knight may divide his damage in half, no matter the source, to convert it into subdual damage. Any race that qualifies as an Outsider is exempt from this, and the same applies to any creature with any undead template.

### Smite Evil

As per paladin. In addition, if you have used your armor summon for the day, you may give up one use of Smite Evil to resummon it with a fresh duration, but doing this applies a stacking -5 penalty to all Fortitude saves for the rest of the day due to exhaustion.

### Bonded Madou Tool

This object takes the form of a piece of jewelry, and takes up either a neck slot, ring slot, or the bracer slot. Treat it as an intelligent magic item controlled by the GM. The character may ask it a question to gain a bonus to a single knowledge check equal to 10+class level. This tool also provides a constant detect evil, though it is the GM's discretion on when the tool informs its owner of this. This detect evil ability cannot be localized to a single creature, only to a general distance. Additional powers standard to the item slot it occupies may be added by paying double the normal market price.

### Equipment Increase

This grants the listed bonus as an enhancement bonus to your bonded weapon and your summoned armor.

### Resist Makai

This grants the stated bonus to saves against Death Effects, and Negative Energy abilities or effects, as well as Damage Resistance equal to the listed amount to Negative Energy attacks. This does not stack with any resistance or bonus granted through worn equipment.

### Channel Makai Flame

You may channel makai flame from your summoned armor for 2 rounds per every five levels of this class. This fire will do no damage to neutral or good-aligned creatures, but any evil aligned creatures will take 1d8 holy and fire damage per level per round they are adjacent to the knight.

# Makai Knight Progression

## **Makai Will**

You gain a bonus to all saves equal to your Charisma bonus.

## **Summon Mount**

Once per day, while armored, you may summon a special mount. This mount takes the form of a heavy horse or pony, depending on size of the knight, and functions as a druid's animal companion, using the knight's level as the effective druid level. The mount may only be summoned while the makai armor is being worn, and remains present until either it is dismissed or the armor is dismissed. This mount may not be killed by damage, but may be banished by any effect that can banish outsiders. While riding this mount, any action that requires a Ride check gains a bonus equal to the knight's level. You gain one additional use every 5 levels after you gain this ability.

## **Mounted Weapon Increase**

While mounted on your summoned mount, you may increase your weapon by two sizes. You do not take any penalties for this increase while mounted, but if you dismount and do not return your weapon to normal, you will take the normal penalties for wielding an oversize weapon. If the mount is dismissed, the weapon immediately returns to normal.

## **Evasion**

If a reflex save is granted for half damage, on a successful save you take no damage instead.

## **Title**

Your armor undergoes a change, and permanently takes on an altered form and color. Any Outsider may make a DC20 check to know who you are, as they sense the presence of your armor, whether worn or not. You gain a +5 to Intimidate vs Outsiders, and a +5 to Diplomacy vs any nobles or members of a martial order. Once per week, you may journey to the local Watchdog Center and perform a single Gather Information check at a +20 bonus. Due to your new position, you may also receive additional missions from the Watchdog Center, at GM discretion.

## **Energy Affinity**

As part of the changes in your armor, it will attune to one of the following damage types: fire, acid, cold, lightning, sonic, force, holy. When armored in your makai armor, your weapon now will do 5 damage of this type on a successful hit, and you gain damage resistance 5 against that damage type. This bonus increases to 10 at level 13, and 15 at level 19.

## **Critical Enhancement**

When wearing your makai armor, your weapon now has double the crit range, and you are immune to criticals.

## **Improved Evasion**

In addition to the bonus granted by Evasion, you now only take half damage on a failed Reflex save of this type.

## **Winged Armor**

Once per day, at any time while your makai armor is present, you may grow soul metal wings from your armor. This grants you a flight speed of 60' with perfect maneuverability for the duration of your armor's summon. If you spend a smite evil charge for an additional use of the armor, you may spend an additional smite evil charge to recharge this ability as well.

## **Mental Immunities**

At level 17, you become immune to any compulsion spell. At level 19, this expands and grants you immunity to any mind-affecting ability.

## **Aura of Protection**

By spending a Smite Evil charge, you may grant a boost to all allies within 30'. This boost grants them an enhancement bonus to their AC and weapons equal to yours, and increases any weapons by one die size for the remaining duration your armor is active. Once your armor is dismissed, these bonuses are lost. While this bonus is active, any armor they are wearing becomes the color of your makai armor.

## Makai Knight Progression

### **Makai Immunity**

You are now immune to all death effects, and all negative energy effects, while the armor is active.

### **Controlled Lost Soul Form**

You may expend all your remaining Smite Evil charges to assume this form, which does the following:

- The time limit is now removed until the armor is dismissed
- Increase one size category
- Gain 2 claw attacks and a bite attack with damage equal to your bonded weapon's standard enhanced damage
- Increase your weapon's damage by one damage die
- Movement speed is doubled
- Access to mount is disabled
- Gain DR 10/-

You may revert to your standard or winged armor forms at any time, but doing so will restart the timer as if it were a fresh summon, and you may not retake this form without a full night's rest.

**Note:** The claw attacks are on the arms, so using your weapon will prevent use of one or both of the claw attacks, per standard Natural Attack rules.