

## Knight of the Hand (koth)

The Knights of the Hand are the elite police force in Xpoch, the household guard of the king of Xpoch, the ultimate army of tyranny. Everybody may join the knights after fulfilling the prerequisites, but many learned, that not they but the magic were faithful to the order in the end. After entering the Order, and becoming a full-fledged member (i.e. taking this prestige class), many dark rituals are used to ensure the faithfulness and loyalty. When the character reaches higher levels, this conditioning becomes close to unbreakable.

### Requirements

*Alignment:* any.

*BAB:* +5

*Feat:* Mounted Combat, Weapon Proficiency: Longsword

*Skills:* Knowledge (local history: Xpoch) 2, Ride: 7

*Special:* Must possess a war horse, heavy armor and a long sword. Must willingly participate in the introduction ritual.

### Class Skills

Climb (str), Craft (int), Handle Animal (Cha), Intimidate (Cha), Jump (str), Knowledge [local history: Xpoch] (int), Ride (Wis), Swim (str)

Skill Points at Each Level: 2 + Int

Hit Die: d10

### Class Features

*Weapon and Armor:* Knights of the Hand are proficient with all kinds of armor, shields, simple and martial weapons.  
*Lesser Bonding:* The knight must succeed at a will-save vs. DC 25 to do anything, that would betray his duties or the order.

*Right of Way:* The knight receives the right to walk every street in the Kingdom of Xpoch.

*Crooked Charge on Horse:* The knight learns to make a charge on horse-back with one bend of 90 degree during the charge. This ability is very important during the battles in the streets of Xpoch.

*Narrow Road:* When fighting in confined space with a wall on each side not more than 10 ft. apart, he receives a bonus to attack of +1 and a save bonus to reflex of +1. The bonus to attack is increased to +2 whenever the character is on horse-back.

*Permanent Bonding:* From third level on, the character is permanently bonded to the order. He is not able to betray or leave the order in any way of his own free will. No kind of magic below 7<sup>th</sup> level is able to dispell this effect.

*Immunity to Mind-Swaying:* With the Permanent Bonding comes an immunity to all mind-affecting magic or psionics, that would compromise his position in the order. Even if he is charmed, if the charm would effect his duties it is immediately banished.

*High and Mighty:* Whenever the knight is on higher ground or on horse back, he receives an additional +1 bonus to attack and damage.

*Armored Defense:* The knight receives an additional bonus to his AC of +1 when he is wearing a heavy armor, because of his proficiency with this type of armor he is able to position his armor-plating in the best way. On 9<sup>th</sup> level, the bonus increases to +2.

*Lead the Hand:* A 5<sup>th</sup> level knight of the hand has proven himself to be worthy of leading a hand, a group of knights consisting of himself and four additional knights or squires of the hand. Normally, a hand is sent out to patrol the city or the kingdom of Xpoch. A knight on a mission may be entitled to lead a hand on this mission depending on the mission itself.

*Deeper Bonding:* On sixth level, the rituals enforce special behaviours and ideas in the knight of the hand. If he not already does so, he begins to venerate the king of Xpoch as god-equal and see himself as the paragon of this god. Any mercy, compassion or free thinking in the knight, that may still have existed, is erased, except where it may concern his king and his brethren.

*Right of House:* After getting the right of way and the right to lead a hand, the knight receives the right to enter any house in Xpoch or any of the cities in the kingdom without fear interference by any authority or the owners. This does not allow the knight the right to steal or harrass the inhabitants, only to enter the house and any room therein. Knights are careful to use this right, because some mighty nobles, priests or mages might still cause trouble either through personal might or through political influence.

*Improved Trample:* If the character possesses the trample-feat, he now receives a bonus of +4 on all attempts to

knock down the opponents in his path and the mount may make all its hoove attacks against the knocked down opponent.

*Formation Riding:* The horsemanship and the trust in his brethren enables the knights to ride in closed formation without any difficulties. Whenever at least three knights ride together, any knight of 7<sup>th</sup> level or up receives a cover-bonus of +2 on his AC.

*Sorcerous Casting:* The constant rituals that a knight of the hand is forced to participate in, build up some arcane abilities in the character. From 8<sup>th</sup> level on he is able to cast a small number of spells as if he was a sorcer. The ability score responsible for this casting is charisma. The character may pick any spell from the spell-list of clerics or wizards. If a spell is present on both lists, he must take the version with the higher level. The knight uses his knightly badge as an divine focus.

*Sense Rebellious Intent:* By concentrating for one round, the knight can sense any intent to harm the crown of Xpoch or any of its representatives (including him) up to a distance of 30 ft. He may use this ability once per day for every point of his charisma-bonus +1.

*Presence in Xpoch:* A knight of the hand of 10<sup>th</sup> level is very well known in the kingdom of Xpoch. He is feared and often loathed for what he is. Whenever a knight of this level tries to use any charisma-based skill, he receives a bonus +5 to the check. Everyone without, who does not plan to fight or harm the knight gets his reaction modified by one step to the positive side, because no one wants to anger such a knight. In addition, the knight got the ear of the king and may ask a favour once a year.

Level	Base Attack	Fort Save	Ref Save	Will Save	Abilities	Spells per day		Spells known	
						1	2	1	2-
1	+1	+2	+0	+0	Lesser Bonding, Right of Way, Crooked Charge on Horse-Back	-	-	-	-
2	+2	+3	+0	+0	Narrow Road	-	-	-	-
3	+3	+3	+1	+1	Permanent Bonding, Immunity to Mind-Swaying	-	-	-	-
4	+4	+4	+1	+1	High and Mighty	-	-	-	-
5	+5	+4	+1	+1	Lead the Hand, Deeper Bonding, Armored Defense	-	-	-	-
6	+6	+5	+2	+2	Right of House, Improved Trample	-	-	-	-
7	+7	+5	+2	+2	Formation Riding	-	-	-	-
8	+8	+6	+2	+2	Sorcerous Casting	0	-	2	-
9	+9	+6	+3	+3	Sense Rebellious Intent	1	-	3	-
10	+10	+7	+3	+3	Presence in Xpoch	1	0	3	2