

Arcane Knight

Class Level	Base				Special	Bonus Spells					
	Attack Bonus	Fort Save	Ref Save	Will Save		1	2	3	4	5	6
1	+0	0	0	+2	Familiar Power	1					
2	+1	0	0	+3	Bonus Feat	1	1				
3	+2	+1	+1	+3		2	1				
4	+3	+1	+1	+4	Bonus Feat	2	1	1			
5	+3	+1	+1	+4		3	2	1			
6	+4	+2	+2	+5	Bonus Feat	3	2	1	1		
7	+5	+2	+2	+5		3	3	2	1		
8	+6	+2	+2	+6	Bonus Feat	3	3	2	2	1	
9	+6	+3	+3	+6		3	3	3	2	2	
10	+7	+3	+3	+7	Bonus Feat	3	3	3	2	2	1

Holy Orders have Paladins, Armies have Knights, what do mages have? Arcane Knights. Like Merlin the Magician, these rare few devote themselves entirely to the cause of the magical brotherhood that they belong to. This brotherhood may be an organized guild, a group dedicated to a Church or ideal, or even just a couple of similarly minded individuals serving the King or country.

Mages and Sorcerers will take this prestige class to further their magical studies, and even a bard may feel the need for further magical power. Multi-classed arcane spellcasters rarely become Arcane Knights because the demands of being multi-classed usually out-weigh the benefits of an even further class.

Hit Dice: d6

Requirements:

To qualify as an arcane knight, the character must meet certain requirements.

Alignment: Any

The character must possess 4 ranks in each of the following skills; Concentration, Knowledge (Arcana), Scry, Spellcraft

The character must also possess the following feats; Any one Item Creation Feat, Spell Focus, Spell Penetration

Finally, the character must be capable of casting 3rd level arcane spells

Class Skills:

The class skills (and appropriate abilities) for the Arcane Knight Class are as follows:

Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills) (Int), Profession (Wis), Scry (Int), Spellcraft (Int)

Class Abilities:

Bonus Spells: The Arcane Knight gains a number of additional spells from the Sorcerer/Wizard spell list as indicated in the table above.

Familiar Power: The Knight's Familiar gains additional powers. For purposes of ascertaining the Knight's equivalent level on table 3-19 (PHB pg 51), the character's level as a wizard or sorcerer stack with his level as an Arcane Knight. Further, the Familiar gains a few additional powers as the Arcane Knight gains levels.

Int Bonus: The familiar of an Arcane Knight becomes even more intelligent than the average familiar. Some even by far exceed the intelligence of their masters.

HD Bonus: The familiar also becomes considerably more resilient than others of it's kind.

Master Class Level	Int Bonus	HD Bonus	Special
1	+1		
2		+1	
3	+2		Spell Focal Point
4		+2	
5	+3		
6		+3	Spell Casting
7	+4		
8		+4	
9	+5		Damage Reduction 5/+1
10		+5	

Spell Focal Point: At 3rd level, the Arcane Knight can use his familiar as a focal point for any spell. In regards to range, etc, the spell acts as if it originated from the familiar. Thus, the wizard could magic missile a group of burglars who were raiding his keep even if he was half a mile away, so long as the familiar was within range to deliver the spell. Further, spells with a range of personal can be cast so that they affect the familiar rather than the caster. This effect only operates if the familiar is within 1 mile of the caster.

Spell Casting: At 6th level, the Familiar gains the ability to cast spells independently of the desire of the Knight. The familiar uses spells memorized by the Arcane Knight and can cast any spell of 4 levels lower than the knight himself can cast. Thus, this ability is only operates if the character can cast 5th level spells. (Note: He does not actually have to possess the intelligence required, just the appropriate level.) Spells cast in this manner operate exactly as if the wizard himself had cast them (in regards to level, range, damage etc), and are removed from the Arcane Knight's memory once cast.

Damage Reduction: At 9th level, the familiar becomes resistant to damage by non-magical weapons.

Bonus Feats: The Arcane Knight gains a number of magically based bonus feats as (s)he raises levels. These must either be Item creation or Metamagic feats, or other feats that deal with spellcasting or magic use.