

Knight of the Veluna (of the Order of the Hart)

2e Kit from the 'Players Guide to Greyhawk'

Converted from 2nd Edition to 3rd Edition D&D by Kajal, the Southern Oracle;
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Summary of Conversion: I tried to stay as true to the original kit as possible, but issue #274 of Dragon magazine recommended a special ability for every level of a prestige class, so I've added new abilities to keep it in line with the prestige classes in the Dungeon Master's Guide.

	Level	BAB	Fort	Refl	Will	Special
Hit Die: d10	1	1	2	0	0	Request Aid
Requirements:	2	2	3	0	0	Stipend
Base Attack Bonus: +7	3	3	3	1	1	Royal Audience
Alignment: Lawful Good	4	4	4	1	1	Protection from evil
Craft (Armorsmithing) or Craft (Weaponsmithing) 5 ranks	5	5	4	1	1	Protection from evil 5' Radius
Ride: +5	6	6	5	2	2	Protection from evil 10' Radius
Feats: Weapon Focus (any lance), Weapon Focus (Battleaxe)	7	7	5	2	2	Protection from evil 15' Radius
Special: Must have the sponsorship of a current Knight of Veluna	8	8	6	2	2	Protection from evil 20' Radius
Class Skills:	9	9	6	3	3	Protection from evil 30' Radius
Craft (Armorsmithing, Blacksmithing, Weaponsmithing) (Int), Diplomacy (Cha), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (Nobility and Royalty) (Int), Ride (Dex)	10	10	7	3	3	Protection from evil 35' Radius
Skill Points at Each Level: 2 + Int modifier						

Class Features:

Weapon and Armor Proficiency: A knight is proficient with all simple and martial weapons, light and medium armor, and shields.

Request Aid: At 1st level, a knight receives a tabard and standard which advertise his/her affiliation. A knight can request "reasonable" aid (a small amount of provisions, shelter for the night, etc.) from any other member of the Order of the Hart without fear of refusal. Larger (or more dangerous) requests are adjudicated by the DM. **Stipend:** At 2nd level, a knight begins receiving a small stipend of 3 gp per week.

Royal Audience: At 3rd level, a knight's reputation is such that s/he may request an audience with a ruler and expect a favorable response (as determined by the DM).

Protection from Evil: At 4th level, a knight undergoes a ritual which formally charges him/her with the defense and best interests of Veluna. Thereafter s/he radiates an aura of protection from evil (see the protection from evil spell in the Player's Handbook). This increases to a radius of 5 feet at 5th level, and an additional 5 feet for every level thereafter. The aura does not function beyond the recognized physical boundaries of the nation of Veluna.