

STAR LOG.EM-014

ELDRITCH KNIGHT



STARFINDER
COMPATIBLE



STAR LOG.EM-OOX

PRODUCT NAME

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: ELDRITCH KNIGHT

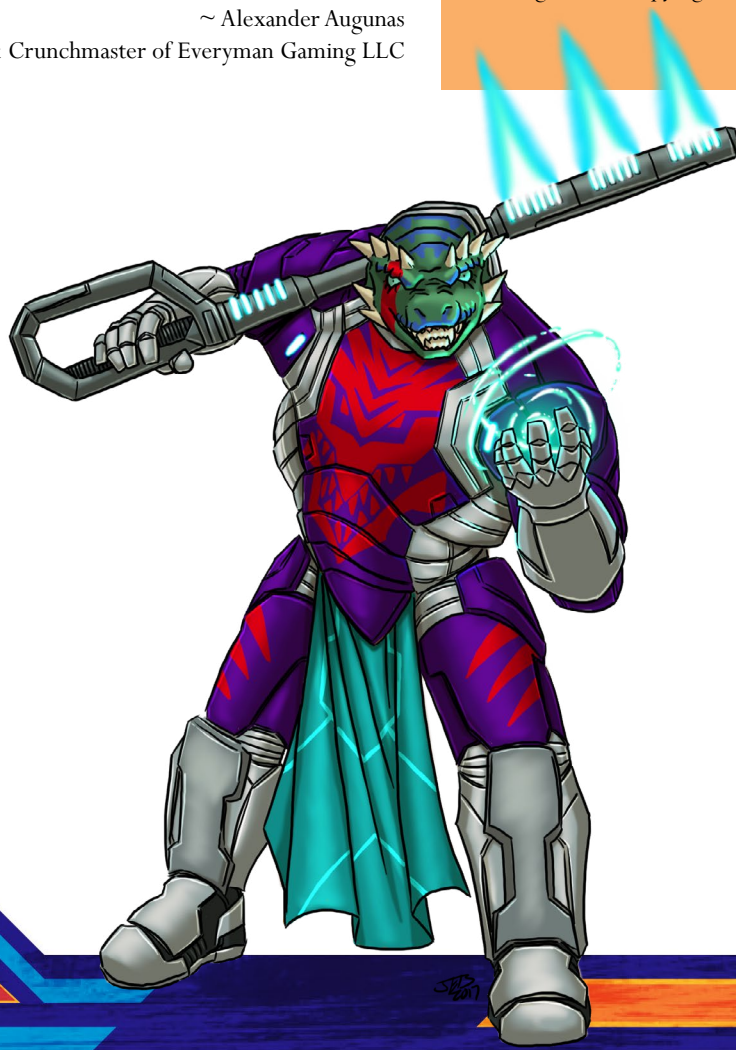
Hello, and thank you for purchasing *STAR LOG.EM014: ELDRITCH KNIGHT*! The eldritch knight is perhaps the most iconic legacy prestige class that we've brought into *STARFINDER* to date—the concept of the warrior who wields both spell and sword is huge in fantasy, and deserves its rightful place among the stars.

However, we're clearly not the only ones who think so—the arcane assailant soldier fighting style in the *STARFINDER CORE RULEBOOK* is basically one giant homage to the eldritch knight too, so much so that they have several abilities named after the legacy prestige class. Owen and I talked at length about whether or not the eldritch knight should be represented in *STARFINDER* as a legacy archetype, and ultimately as the author, I made the call to go ahead with the eldritch knight despite its presence in the game. My reasoning was that the soldier—as amazing a class as it is—doesn't really tap into the fantasy of the Pathfinder eldritch knight—it is not a warrior who bares both spell and weapon into battle, and I strongly felt that was an archetype that *STARFINDER* would benefit from.

And hey, it IS my company after all!

So in the end the decision was made to have the eldritch knight archetype be closely tied to the arcane assailant fighting style and be limited to spellcasters only. It is a way to get a flavor that you normally can't pick up in *STARFINDER*, and I think it's stronger for occupying that niche. I hope you think so too!

Alexander Augunas



ELDRITCH KNIGHT

Although most spellcasters are loyal primarily to their craft, there are those who eschew the deeper secrets of their mystic traditions to embrace an unusual focus on skill-at-arms. These fearsome warriors and spellcasters are known as eldritch knights, and theirs is an ancient tradition going back millennia that blends the arts of sword and spellcasting together into a seamless whole. Today, their techniques are mostly practiced by soldiers who weave simplistic-yet-effective runes onto their weapons, their techniques almost completely neglecting spellcasting as a combat technique. Yet some spellcasters adhere to the old ways, combining modern techniques with devastating spellcasting.

While lacking the destructive power of arcane artillery or the verisimilitude of traditional spellcasters of their ilk, those who must face eldritch knights in combat fear them greatly, for their versatility on the battlefield is tremendous; they brandish both arcane and arms with frightening efficiency, and can use their mystic knowledge to augment their weapons without expending any of their considerable spell power to do so. In the Azan-Ra System, eldritch knights commonly hail from the binary planets Eozzata-Ozari, commonly known as the Lovers. Following the catastrophes of the Nova Age, most people of Eozzata-Ozari encourage and embrace versatility over specialization, and the path of the eldritch knights is nothing if not a road to enhanced battlefield versatility. Their extreme versatility makes most eldritch knights favored employees by high-paying companies who want both the destructive power of a spellcaster and the discipline and efficiency of a skilled soldier within a single individual.

Special: You can only add this archetype to a class with the spells class feature.

ALTERNATE CLASS FEATURES

The eldritch knight grants alternate class features at 2nd, 6th, 9th, 12th, and 18th level.

SPELL CRITICAL (SU); 2ND LEVEL

You gain a special critical hit effect that you can use whenever you critically hit an opponent with rather than the weapon's typical critical effect. When you confirm a critical hit with a weapon, you can cast a spell as a swift action. This spell must include the target of the attack as one of its targets or in its area. Casting this spell does not provoke an attack of opportunity.

MYSTIC KNIGHT; 6TH, 9TH, 12TH, AND 18TH LEVEL

You gain fighting style techniques from the arcane assailant fighting style as if you were a soldier. You gain rune of the eldritch knight at 6th level, secret of the magi at 9th level, power of legend at 12th level, and secret of the archmagi at 18th level.

NEW FEATS

While the following feats compliment the eldritch knight

archetype, any character who meets their prerequisites can select them.

DISRUPTING GRAPPLER (COMBAT)

Enemies find it difficult to cast spells with you restraining them.

Prerequisites: Improved Maneuver (grapple) or grab special attack.

Benefit: Whenever you are grappling another creature, your opponent must succeed on a caster level check whenever they cast a spell. The DC for this check is equal to 11 + your base attack bonus. Your opponent may add any bonuses to AC they receive specifically against attacks of opportunity provoked by casting a spell, such as from the Combat Casting feat. If your opponent's check fails, the spell fails. If your opponent's check succeeds, the spell is cast normally.

ENHANCED DISPEL MAGIC

You can dispel your opponent's magic from afar.

Prerequisite: Able to cast *dispel magic* or *greater dispel magic* as a spell or spell-like ability.

Benefit: Whenever you cast *dispel magic* or *greater dispel magic* and use that spell to counter an opponent's spell, the spell's range increases to long (400 ft. + 40 ft./level). In addition, you gain a +1 bonus on dispel checks and can use *dispel magic* and *greater dispel magic* to dispel spell-like abilities that function as specific spells (such as a lashunta's *detect thoughts* spell-like ability).

RIVING STRIKE (COMBAT)

You manipulate the mystic energies of your weapon's fusions to weaken your enemies.

Prerequisite: Mystic Strike or rune of the eldritch knight fighting style technique.

Benefit: Whenever you attack with a magic weapon as a standard action (including a weapon benefiting from the Mystic Strike or rune of the eldritch knight fighting style technique) and hit your opponent, you can attempt to make them vulnerable to magic as a swift action. The target must succeed on a Will saving throw or take a -2 penalty on all saving throws it makes against spells and spell-like abilities, and its spell resistance (if any) is reduced by 2. These effects last for 1d4 rounds. The DC for this saving throw is equal to 10 + your base attack bonus or caster level (whichever is higher) + your highest ability score modifier. Once you use this ability against an opponent, it cannot be subjected to it again for 1 day, even if it fails its saving throw.

SPELL SEVERANCE (COMBAT)

You can tear apart the essence of your enemies' beneficial spells with your attacks.

Prerequisite: Mystic Strike or rune of the eldritch knight fighting style technique, Mysticism 1 rank.

Benefit: Once per day when you successfully damage a foe with a magic weapon (including a weapon benefiting from

the Mystic Strike or rune of the eldritch knight fighting style technique), you can attempt to dispel one spell active on them as part of the attack, as if you had cast *dispel magic* for a targeted dispel effect on that target (using your base attack bonus as your caster level).

ELDRITCH KNIGHTS IN XA-OSORO

The path of the eldritch knight is an ancient one, long predating modern warfare in Xa-Osoro and beyond. Even as knowledge of the mystic arts began to spread and the practice of magic itself became increasingly less crucial to modern warfare, the secrets honed by eldritch knights remained staples in the arsenals of soldiers throughout the Radiant Empire, their elite arcane assailants able to successfully fend off all manner of magical foes even as weaponry became more mass-produced and less magically focused. Despite this, the ways of the old spell-slinging eldritch knights have not been lost, thriving in isolated enclaves where resident spellcasters value martial techniques and magical ability in equal measure.

Most eldritch knights in the Xa-Osoro system are magi, combining that class's militant magic traditions that naturally lend itself well to martial arts with the skills and tactics of trained arcane assailants. Yet magi don't make up the ranks of eldritch knights exclusively, as weapons-focused technomancers and War domain clerics alike also find themselves drawn to the traditions of the eldritch knight, as do mystics who draw their connections from sources of great calamity, devastation, or warfare.

Although few second guess their effectiveness, eldritch knights are sadly few in number within the Xa-Osoro system; even more in the worlds beyond. This is due to the simple fact that most see the ways of the eldritch knight to be woefully generalized in an age where hyper-specialization wins wars. As a result, most fighting forces would rather train a soldier who is versed in the arts of rune scribing or a fully-realized spellcaster rather than a mage who dabbles in both. Yet eldritch knights make homes for themselves within the ranks of the Arcana Lavos, where their ancient techniques are both studied and refined so that they can become an eternal part of the history of spellcasting within the Xa-Osoro system. Since the arts are ancient, eldritch knights are likewise found among races with histories of old magical traditions, especially among the elite Spellguard of Eozzata-Ozari and the undead uramae of Uramesh. Sometimes these antiquated troops give forces from these worlds an unexpected edge in military confrontations, as few are ready to face the might of a mystic who wades fearlessly into melee, or a magus who can unleash a barrage of spells with a single swing of their blade. Eldritch knights tend to flavor flashy spells that either enhance their combat prowess or allow them functionality that ordinary soldiers could not replicate on the battlefield, as they're often well aware of others' perceptions of them as practitioners of outdated traditions.

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