Black Knight

1st Circle – OverwhelmEX: Once per [Round], as part of a swift action, you may force one opponent in [Close] range to direct all offensive actions that they can at you for two [Rounds]. A successful Will save (DC 10 + ½ your level + your Key Offensive Modifier) negates this effect. If more than one creature uses this ability on the same creature, only the last successful instance of this ability is in effect. This ability overrides any other ability such as Valiant Challenge that forces the creature to direct actions at a particular creature. You also gain bonuses based off the total amount of damage and [HP reduction] you have recently taken. These bonuses are cumulative and take effect as soon as you take the required total of damage and [HP reduction] and last for one [Round] after the start of your next turn.

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| Total of Damage and [HP reduction] Taken in One [Round] | Benefit |
| ≥ 1 | You gain +1d4 [Precision] damage per circle you possess. |
| ≥ 5 \* the number of circles you possess in this track | Your [Precision] damage increases to 1d6 per circle you possess. |
| ≥ 10 \* the number of circles you possess in this track | Your [Precision] damage increases to 1d8 per circle you possess. |

2nd Circle – RavageSU: Once per [Round], as part of a move action,the next time you hit a creature you may [Blind] that creature for one [Round]. A successful Reflex save (DC 10 + ½ your level + your Key Offensive Modifier) negates this effect.

3rd Circle – ThreatenEX: You may now force up to two opponents in [Close] range to direct all offensive actions that they can at you for two [Rounds] when you use Overwhelm. A successful Will save (DC 10 + ½ your level + your Key Offensive Modifier) negates this effect. You also gain bonuses based off of the total amount of damage and [HP reduction] you have recently taken. These bonuses are cumulative and take effect as soon as you take the required total of damage and [HP reduction] and last for one [Round] after the start of your next turn.

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| Total of Damage and [HP reduction] Taken in One [Round] | Benefit |
| ≥ 1 | You gain a +2 bonus to hit. |
| ≥ 5 \* the number of circles you possess in this track | Your first attack that hits each [Round] inflicts [HP reduction] equal to the damage dealt, up to your character level, in addition to the normal damage it deals. [HP reduction] from this effect occurs after damage has been dealt. |
| ≥ 10 \* the number of circles you possess in this track | Your first two attacks that hit each [Round] inflict [HP reduction] equal to the damage dealt, up to your character level, in addition to the normal damage it deals. [HP reduction] from this effect occurs after damage has been dealt. |

4th Circle – DemoralizeSU: Every time a creature within [Close] range hits you with an attack, you may choose to have that creature take damage equal to your Key Offensive Modifier. This damage ignores [Damage reduction] and all forms of [Resistance].

5th Circle – StalemateEX: You gain [Lesser resistance] to all damage. You also gain bonuses based off of the total amount of damage and [HP reduction] you have recently taken. These bonuses are cumulative and take effect as soon as you take the required total of damage and [HP reduction] and last for one [Round] after the start of your next turn.

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| Total of Damage and [HP reduction] Taken in One [Round] | Benefit |
| ≥ 1 | You gain 5 temporary hit points. Temporary hit points gained from Stalemate stack with themselves, up to half of your maximum hit points. |
| ≥ 5 \* the number of circles you possess in this track | You gain temporary hit points equal to twice your Key Offensive Modifier. Temporary hit points gained from Stalemate stack with themselves, up to half of your maximum hit points. |
| ≥ 10 \* the number of circles you possess in this track | You gain temporary hit points equal to your Key Offensive Modifier every time you hit a creature. Temporary hit points gained from Stalemate stack with themselves, up to half of your maximum hit points. |

6th Circle – WrackSU: Once per [Encounter], as a standard action you may make one attack. If this attack hits, you may reduce all uses of that creature’s [Encounter] and [Scene] duration abilities by 1. In addition, that creature is [Exhausted] and [Energy drained]. A successful Fortitude save (DC 10 + ½ your level + your Key Offensive Modifier) prevents the reduction of [Encounter] and [Scene] duration abilities. These abilities recharge at their normal rates. If your attack misses, this ability is not used.

7th Circle – CrippleEX: When you hit a creature for the first time in a [Round], that creature is [Energy drained], even if that creature is normally [Immune] to the [Energy drained] condition. In addition, You may now force up to three opponents in [Close] range to direct all offensive actions that they can at you for two [Rounds] when you use Overwhelm. A successful Will save (DC 10 + ½ your level + your Key Offensive Modifier) negates this effect.

Passes

Geigan

1d6 weapon + 1d6 precision + 4 kom = 11 5x circles = 5

1d6 weapon + 2d6 precision + 5 kom = 14.5 5x circles = 10

1d6 weapon + 3d6 precision + 6 kom = 20 5x circles = 15

1d6 weapon + 4d6 precision + 6 kom = 23.5 5x circles = 20

1d6 weapon + 5d6 precision + 7 kom = 28 5x circles = 25

1d6 weapon + 6d6 precision + 8 kom = 32.5 5x circles = 30

1d6 weapon + 7d6 precision + 9 kom = 37 5x circles = 35