

“People say of me ‘Jared fight to slay monster’, but really... I just like fight.” - Jared Klevski, Echo Knight

Diamond Mind is the discipline of Concentration - of being able to retain your focus and identity in even the most chaotic of situations. The true culmination of that art is to be able to retain yourself even as you become one with it, vanishing into the chaos and becoming one with the battlefield while still retaining your identity. This is the sole privilege of the Echo Knight.

Becoming an Echo Knight

Echo Knights are unmatched vanguards and bodyguards, with an uncanny ability to exist in - and threaten - multiple spaces at once. Most who become an Echo Knight are Warblades, although it is not unheard of for Swordsages to pursue the art. Some Fighters and Psychic Warriors who seek the study of Diamond Mind will also lean into it, and in exceptionally rare cases a Crusader will trespass into this discipline to become an Echo Knight.

Playing an Echo Knight.

To be an Echo Knight is to be present. Attentive, observant, and responsive, Echo Knights remain aware of their surroundings whether on or off the battlefield, excitedly vigilant for any threats. They may appear lethargic or bloodthirsty when between battles, but once combat finds them, an Echo Knight’s true genius shines. And indeed, they are only ever between battles - to dedicate so much of one’s mind to fighting is to consign oneself to death on the battlefield. Where another might dread this fact, the Echo Knight relishes it - to die in their prime, doing what they most loved. That is their nirvana.

Echo Knights are regarded strangely by students of Diamond Mind, and to many they appear to be little more than death-happy lunatics. To others, they appear enlightened, the practice of finding peace in the depths of war considered the ultimate application of Diamond Mind. Either way, all recognize their skills.

Combat

Though to the uninitiated, battle may look like a game of action and reaction, you understand that it is a game of restricting options. By whittling your opponent's choices down to a fine point, the flow of battle can be controlled absolutely. This is your game as an Echo Knight: denial.

Advancement

Be it with a polearm, a blade, or a hammer, any weapon in your hands becomes a shepard's crook, guiding your enemies to their final goodbye. You may want abilities that complement your own innate control over the battlefield. An Echo Knight's abilities use Concentration as a key skill, and without dedicating yourself to it, you may lose focus, and in doing so, lose your own options.

Resources

Echo Knights are considered by most elders of Diamond Mind to be a rogue sect, albeit one they could not willingly remove without sacrificing many of their strongest. They are regarded like a raving attack dog, aimed at problems with extreme caution, lest their handlers lose a finger or worse. Within the order of Echo Knights, even joining is to be considered enlightened - a scion of the battlefield who has become one with the art. While Diamond Mind Masters and Students will only offer you tentative, half-hearted help, Echo Knights and Aspirants will regard you as a sworn ally.

Echo Knights in the World

Echo Knights are exceptionally rare - not only do few pursue that bloodstained path, but those who do will certainly meet violent ends. To this end, Echo Knights constantly test themselves, seeking battle wherever they can find it.

Organization

Within Diamond Mind's monasteries and colleges, materials on and written by Echo Knights can be found, although they are often safeguarded from initiates and outsiders as forbidden knowledge withheld for only the very best and wisest. Most Echo Knight Aspirants will learn of the trade through these writings, acquired legitimately or second-hand, rather than through meeting a living Echo Knight. To walk the path of the Echo Knight is to walk the path of the bloodstained pariah. However, whether they like you or not, the great masters of Diamond Mind will bow to your power.

NPC Reaction

An NPC is unlikely to recognize an Echo Knight, and unlikely to properly grasp what that means. Those who do find conversation with one to be tantamount to a bomb defusal or a hostage negotiation - extraordinarily stressful with a high chance of disaster. To those who deal with danger and dangerous people regularly, however, an Echo Knight can paradoxically be a comforting sight - if they haven't attacked you yet, they likely seek another battle, and may even be amiable to you suggesting one. To send an Echo Knight after monsters and brigands is a tempting course of action: either way, you will have one less threat in the morning.

Echo Knight Lore

Characters with ranks in Martial Lore can research Echo Knights to learn more about them. When a character makes a skill check, they are entitled to the following information:

DC 10 - The path of the Echo Knight is considered forbidden knowledge, Diamond Mind's greatest secret.

DC 15 - Echo Knights are capable of projecting multiple copies of themselves across the battlefield, existing in several spots simultaneously.

DC 20 - Despite their aloof demeanor and bloodthirsty reputation, Echo Knights are true masters of Diamond Mind, and are capable of exceptional cunning and focus.

DC 30 - Characters who achieve this level of success can learn important details about a specific notable Echo Knight, the areas where they operate, and the kinds of activities they undertake.

The Statblock

Hitdie: d10

Prerequisites: to qualify to be an Echo Knight, a character must meet the following criteria

Skills: Concentration 10 ranks, Bluff 5 ranks

Base Attack Bonus: +8

Maneuvers: Must know two Diamond Mind maneuvers and one Diamond Mind stance.

Class Skills

The Echo Knight's class skills are Bluff (Cha), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), Martial Lore (Int), Spot (Wis), Tumble (Dex)

Unique: If you had Autohypnosis as a class skill from another source, it qualifies as a class skill for Echo Knight

Skill Points at each level: 4 + Intmod

Table: The Echo Knight

Level	BAB	Fort	Ref	Will	Man. Known	Man. Readied	Special
1	+1	+2	+0	+2	0	1	Manifest Echo (1)
2	+2	+3	+0	+3	1	0	Astral Projection
3	+3	+3	+0	+3	0	0	Shadow Martyr, Manifest Echo (2)
4	+4	+4	+1	+4	1	1	Echo Physiology
5	+5	+5	+1	+5	0	0	Legion of One, Manifest

							Echo (3)
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Maneuvers: At even Echo Knight levels, you learn one maneuver from the Diamond Mind discipline. You must meet the maneuver's prerequisites to learn it. You add your full Echo Knight level to your total Initiator level. At 1st level, and again at 4th, you gain another Readied Maneuver.

Manifest Echo: As a sudden action, you can manifest an echo in a space within 30 ft of you. This Echo is a mirror image of you that persists until you dismiss it, attempt to manifest another Echo, it goes more than 30 feet away from you, or it is destroyed. The Echo has 1 HP, Hardness 10, AC equal to your Concentration skill modifier, and is immune to all conditions. When you take the Attack or Full Attack action on your turn, you can do so from your position or the Echo's. When a creature provokes an Attack of Opportunity on a space your Echo threatens, you can make an Attack of Opportunity from its position.

At 3rd level Echo Knight, you can manifest two echoes at once. At 5th level Echo Knight, you can manifest three echoes at once. Using this feature expends one Diamond Mind boost you had readied for the encounter.

Astral Projection: As a standard action, you can transfer consciousness to your echo. While in this state, your body is helpless, and you see, hear, and speak through your echo. While in this state, the echo can exist as far as 1 mile from its body without being destroyed. You can end this effect as an immediate action, returning you immediately to your body - although if your echo is more than 30 ft away from your body when you do this, it is immediately destroyed.

Shadow Martyr: As an immediate reaction when you would take damage from an attack, you can make a Concentration check against the attack roll. If it succeeds, you instantly switch places with your Echo, causing it to take the damage in your place. At 5th level, you can extend this benefit to any willing ally within 30 ft of both you and your Echo. Using this feature expends one Diamond Mind counter you had readied for the encounter.

Echo Physiology: At 4th level, the line between you and your Echo begins to blur. Your echo gains HP equal to your ranks in Concentration, and your own weapon attacks gain the Ghost Touch property while your Echo is active, whether you make the attack from your space or the Echo's. In addition, while using Astral Projection, your Echo can phase through walls, although it treats them as though they were difficult terrain when doing so. Your Astral Projection can end its turn inside of walls.

Legion of One: As a full round action, you can make a Full Action from every space your echoes occupy simultaneously. Using this feature expends one Diamond Mind strike you had readied for the encounter.

Special: Although Echo Knight does not give Power Points or the ability to manifest Psionic Powers, Echo Knight levels count towards a Manifester's total Manifester levels.