

The following *Westbound* preview details the options and exploits of a new cavalier order, the renowned Order of the Lone Star.

ORDER OF THE LONE STAR

Some people in the Feral Expanse prize nothing more than their personal freedom. After the fall of the Dominion the former slaves formed the first republic in Ullera but some reject any restraints or limitations. These free thinkers are drawn to the lawlessness of the Feral Expanse and resent the encroachment of the FSU, Rausch, and Mazan. The Lone Star Order fights the powers that be and are the dedicated foes of Expansionists. These cavaliers often use tactics ranging from campaigning free-rights movements to vigilantism to civil disobedience to outright anarchy, but all believe in unfettered freedoms and personal autonomy, for all.

Alignment: The conviction for personal freedom and defiant nature inherent in an order of the lone star cavalier draws many chaotically-aligned members, but plenty of law-and-order types can be found in their ranks, those who simply believe their version of the law to be superior than their neighbors'. Generally, the Order of the Lone Star rejects evil members.

Edicts: An order of the lone star cavalier may not directly work for a large centralized government- or corporate-body, or any group that knowingly employs or supports forced or unfair servitude of any kind. Nor can he claim ownership of a sentient being, nor detain one against its will for purposes other than reasonable punishment. An order of the lone star cavalier may not use a compulsion effect on a sentient being.

Furthermore, a lone star cavalier can't knowingly support or aid an individual or organization who owns a sentient being, or detains one against its will for purposes other than reasonable punishment. Otherwise, an order of the lone star cavalier follows their own personal code of ethics.

Challenge: Whenever an order of the lone star cavalier issues a challenge, he receives a bonus equal to his Charisma bonus (minimum +1) on all saving throws against compulsion, fear, and confusion effects that originate from the subject of his challenge. If the cavalier is the target of such an effect, he can issue a challenge against his attacker as an immediate action, gaining this bonus on his saving throw against that effect.

Skills: An order of the lone star cavalier adds Survival (Wis) to his list of class skills. Furthermore, an order of the lone star cavalier adds a +1 morale bonus on any skill check or ability check made to escape bondage, capture, or a grapple, or to aid a creature in an effort to escape bondage or capture. This morale bonus increases by +1 for every six levels the cavalier possesses, to a maximum of +4 at 18th level.

Order Abilities: A cavalier that belongs the order of the lone star gains the following abilities as he or she increases in class level.

Don't Tread on Me (Ex): Starting at 2nd level, an order of the lone star cavalier adds his Charisma bonus (if any) to his CMD against

grapple attempts, as well as grapple checks made in an attempt to escape a grapple, and on all saving throws against effects that would impede his movement (such as entangled, grappled, paralyzed, pinned, or slowed).

Rebel Yell (Ex): Starting at 8th level, when an order of the lone star cavalier successfully saves against a compulsion or fear effect, an effect that would cause him to become confused, or an effect that would impede his movement (such as entangled, grappled, paralyzed, pinned, or slowed), the cavalier can expend one daily use of his challenge ability as a free action to let out a defiantly liberating roar. If he does so, the cavalier gains a number of temporary hit points equal to his cavalier level + his Charisma bonus (if any).

These temporary hit points last for 1 minute. Additionally, all allies within 30 feet that can see and hear him can make an immediate save to end one effect from the above list currently afflicting them. A failed save in this case has no detrimental effects. If an ally is grappled or bound when the cavalier uses this ability, the ally can instead make its escape roll twice during its turn, and take the better result.

Come and Take It (Ex): At 15th level, an order of the lone star cavalier can, with an emotionally stirring oration or chant, instill a frenzied zeal into the hearts of his allies. After spending a full-round action, all allies (including the cavalier) that can hear the cavalier gain a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saving throws, but also take a -1 penalty to AC, while this ability persists. While under the effects of come and take it, allies other

than the cavalier cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. This is a rage ability, but unlike the barbarian's rage ability, those affected are not fatigued after the ability ends.

If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the cavalier (still suffering no fatigue afterward). However, come and take it does not allow the ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

The cavalier may maintain this ability as a free action for a number of rounds each day equal to $3 + \frac{1}{2}$ his cavalier level + his Charisma modifier. Come and take it cannot be disrupted, but it ends immediately if the cavalier is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it.

When the cavalier begins come and take it and at the start of each ally's turn in which they can hear the cavalier's oration, the cavalier's allies must decide whether to accept or refuse its effects. This is not an action. Unconscious allies automatically accept this ability. If accepted, this ability's effects last for that ally's turn or until the oration ends, whichever comes first.